

SPELLS

ARTIFICER SPELLS

1ST LEVEL

Enhance Weapon

2ND LEVEL

Heavy

Infusion

4TH LEVEL

Inarileon's Draw

BARD SPELLS

CANTRIPS (0 LEVEL)

Obscure

1ST LEVEL

Shielding Dome

Trace

2ND LEVEL

Heavy

Phantom Armor

Sensory Overload

Stagnate

3RD LEVEL

Spatial Displacement

Unmoving

4TH LEVEL

False Identity

Inarileon's Draw

Rollen's Recall

Wall Walk

5TH LEVEL

Vertigo

6TH LEVEL

Random Hit

Rollen's Celestial Body

7TH LEVEL

Alone

Memory Wipe

8TH LEVEL

Isolation

Mass Invisibility

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Channel Life

1ST LEVEL

Drain
Light Weapon
Shielding Dome

3RD LEVEL

Halo of Peace
Rot

4TH LEVEL

Evoke Awe

5TH LEVEL

Radiant Suppression
Tree Growth

6TH LEVEL

Continental Flip
Rollen's Celestial Body

7TH LEVEL

Avalanche
Memory Wipe

8TH LEVEL

Banishing Sphere
Isolation

9TH LEVEL

Black Hole
Solar Flare

DRUID SPELLS**CANTRIPS (0 LEVEL)**

Rock Fist

2ND LEVEL

Sensory Overload
Water Lash

3RD LEVEL

Rot

4TH LEVEL

Sinkhole

5TH LEVEL

Tree Growth
Sensor

6TH LEVEL

Crushing Gravity
Continental Flip

7TH LEVEL

Avalanche

Pillar of Magma
Sandstorm

8TH LEVEL
Isolation

INTERLOPER SPELLS

CANTRIPS (0 LEVEL)
Obscure

2ND LEVEL
Phantom Armor

4TH LEVEL
False Identity

5TH LEVEL
Vertigo

7TH LEVEL

Alone
Memory Wipe

8TH LEVEL
Banishing Sphere
Isolation

INVOKER SPELLS

2ND LEVEL
Blue Flare
Water Lash

4TH LEVEL
Flaming Wave
Sinkhole

OCCULTIST SPELLS

CANTRIPS (0 LEVEL)
Arcane Strike
Barrier
Cut
Obscure

1ST LEVEL
Echolocate
Enhance Weapon
Quiet Scythe
Shielding Dome
Trace

2ND LEVEL
Heavy
Infusion
Phantom Armor
Sensory Overload
Shadowy Escape

Stagnate

3RD LEVEL

Magical Guard
Spatial Displacement
Unmoving
Vortex

4TH LEVEL

False Identity
Inarileon's Draw
Magical Seal
Rollen's Recall
Stalking Shadow
Vickolaia's Black Ball

5TH LEVEL

Sensor
Shadow Wall
Vickolaia's Anchoring Chain

PALADIN SPELLS

1ST LEVEL

Enhance Weapon
Light Weapon
Shielding Dome

2ND LEVEL

Miasmatic Smite

3RD LEVEL

Halo of Peace

4TH LEVEL

Evoke Awe

5TH LEVEL

Radiant Suppression
Sensor

RANGER SPELLS

1ST LEVEL

Enhance Weapon
Trace

4TH LEVEL

Rapid Strike

5TH LEVEL

Arrow's Mark
Sensor

SORCERER SPELLS

CANTRIPS (0 LEVEL)

Barrier
Cut

Obscure
Rock Fist
Winter Blaze

1ST LEVEL

Drain
Shielding Dome

2ND LEVEL

Blue Flare
Heavy
Phantom Armor
Stagnate
Soften
Water Lash

3RD LEVEL

Rot
Spatial Displacement
Unmoving

4TH LEVEL

Acidic Wave
False Identity
Flaming Wave
Sinkhole

5TH LEVEL

Resonate
Sensor
Vertigo

6TH LEVEL

Crushing Gravity
Rollen's Celestial Body
Wall of Metal

7TH LEVEL

Alone
Avalanche
Iron Skin
Memory Wipe
Pillar of Magma
Sandstorm

8TH LEVEL

Banishing Sphere
Isolation
Mass Invisibility

9TH LEVEL

Black Hole

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

Obscure

1ST LEVEL

Drain

2ND LEVEL

Phantom Armor

Soften

3RD LEVEL

Rot

Spatial Displacement

4TH LEVEL

False Identity

Vickolaia's Black Ball

5TH LEVEL

Vertigo

Vickolaia's Anchoring Chain

6TH LEVEL

Rollen's Celestial Body

7TH LEVEL

Memory Wipe

8TH LEVEL

Banishing Sphere

Isolation

9TH LEVEL

Solar Flare

WIZARD SPELLS**CANTRIPS (0 LEVEL)**

Barrier

Cut

Obscure

Rock Fist

Winter Blaze

Woven Whip

1ST LEVEL

Drain

Enhance Weapon

Magus Staff

Shielding Dome

Trace

2ND LEVEL

Blue Flare

Heavy

Infusion

Phantom Armor

Sensory Overload

Stagnate

Soften

Water Lash

3RD LEVEL

Rot
Spatial Displacement
Unmoving

4TH LEVEL

Acidic Wave
False Identity
Flaming Wave
Inarileon's Draw
Magical Seal
Rollen's Recall
Sinkhole
Vickolaia's Black Ball
Wall Walk

5TH LEVEL

Resonate
Sensor
Vertigo
Vickolaia's Anchoring Chain

6TH LEVEL

Crushing Gravity
Random Hit
Rollen's Celestial Body
Wall of Metal

7TH LEVEL

Alone
Avalanche
Iron Skin
Memory Wipe
Pillar of Magma
Sandstorm

8TH LEVEL

Banishing Sphere
Isolation
Mass Invisibility

9TH LEVEL

Black Hole

SPELL DESCRIPTIONS

ACIDIC WAVE

4th-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

You swing your hand outward, creating a wave of acid that spreads outward. Each creature within a 30-feet cone must make a Dexterity saving throw. A creature takes 5d12 acid damage on a failed save, or half as much damage on a

successful one.

This acid melts any non-protected materials or objects within the range.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d12 for each slot level above 4th.

ALONE

7th-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Target a creature within range that you can see, that creature must make a Wisdom saving throw or all other creatures become invisible only to them. They can repeat the saving throw at the end of each of their turns.

ARCANE STRIKE

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

A sharp bolt of arcane energy shoots out towards a creature within range. Make a ranged spell attack against the target, you do not suffer disadvantage if you are in reach of the creature. On a hit, the target takes 1d8 force damage. If you are hidden from your target, the damage die is 1d12; otherwise, its 1d8.

This spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

ARROW'S MARK

5th-level enchantment

Casting Time: 1 action

Range: touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a single piece of ammunition, the next ranged attack roll you make with a weapon is an automatic hit as long as the target of that attack is within range. You still roll for your attack to determine if your attack was a critical hit or not.

AVALANCHE

7th-level conjuration

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (A glass snowflake an inch wide)

Duration: Instantaneous

Choose a point within range that you can see. The sky fills with clouds and the air becomes cold. A 300 foot radius of snow fall down from the sky onto this location, covering the ground in snow up to 20 feet deep. A creature can spend its action making a Strength (Athletics) ability check against your spell save DC to attempt to climb out from the snow.

The area is lightly obscured with snow. The area counts as Extreme Cold, and water in the area of effect becomes Frigid Water as described on Chapter 5 of the Dungeon Master's Guide.

If the terrain in which this spell was cast has an average temperature above 40 Fahrenheit, the snow melts away within 24 hours after being cast. When the snow melts away all other effects of this spell vanish.

BANISHING SPHERE

8th-level abjuration

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (an item no larger than 6 inches wide that has traveled through planes)

Duration: Concentration, up to 1 minute

You attempt to send multiple creatures to another plane of existence. You choose a point within range that you can see, creating a sphere with a 10-foot radius. Each creature within the sphere must succeed on a Charisma saving throw or be banished. This includes creatures who are only partly within the area of effect.

If a creature is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the creature is incapacitated. The target remains there until the spell ends, at which point the creature reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the creature is native to a different plane of existence than the one you're on, the creature is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the creature reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the creature doesn't return.

BARRIER

Abjuration cantrip

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Instantaneous

You gain a +1 bonus to your AC until the start of your next turn, if you are hit by an attack roll while during this time you lose this bonus.

BLACK HOLE

9th-level conjuration

Casting Time: 1 action

Range: 600 feet

Components: V, S

Duration: Concentration, up to 1 minute

When you cast this spell, you choose a point within range that you can see, it must be a minimum of 20 feet above any surface. At the start of your next turn you make a ability check using your spellcasting ability. The DC is equal to your spellcasting save DC. On a failed check, the spell ends.

If you succeed, with a thunderous screech, you create a small black hole with a 5-foot radius. All creatures within 300 feet of this point must be under the effects of the *slow* spell, any creature that enters the radius while the black hole is present is also under the effects of the *slow* spell. Any object or piece of ammunition that is within 300 feet of the black hole is sucked towards the black hole at 30 feet per round, and falls harmlessly to the ground after the spell finishes. Any object or structure that makes contact with the black hole are immediately teleported to the Far Realm (or equivalent location). At the start of a creature's turn, if that creature is within 300 feet of the black hole, that creature must make a Strength saving throw or be pulled 30 feet closer to the black hole, if this pulls a creature upward off the ground they do not fall at the end of their turn.

Tiny creatures have a -5 to their Strength save, Small creatures have -2, large creatures have +2, huge creatures have +5, gargantuan creatures get a +8.

Any creature that ends its turn making contact with the black hole must make a Constitution saving throw against your spellcasting DC or be pulled into the black hole. On the start of that creature next turn, the creature takes 12d10 force damage, and at the end of that turn the creature takes an additional 6d10 force damage and they are deposited into the Far Realm (or equivalent location).

All creatures within 120 feet of the point when the spell ends takes 1d10 force damage, with an additional 1d10 force damage for every 30 feet closer they were to the point.

The spell ends early if you move more than half your speed on a single turn, cast a spell, make an attack roll, lose hit points, or are forced to make a saving throw. When the spell ends you take 4 levels of exhaustion.

BLUE FLARE

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You create searing hot blue flames that strike out at a target you can see within range. That target can choose to make a Dexterity saving throw. On a failed save it takes 4d6 fire damage and on a success, it takes half damage.

Regardless if the creature fails or succeeds the Dexterity saving throw it must also make a Constitution saving throw or the creature has vulnerability to fire and bludgeoning, slashing, and piercing damage until the start of your next turn.

If a creature succeeded on the Dexterity saving throw it has advantage on the Constitution saving throw.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each spell slot above 2nd level.

CHANNEL LIFE

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a creature, until the end of your next turn, if the target regains hit points, they regain the maximum number of hit points possible when healed. When you cast this spell you lose 1 hit point and your maximum hit points reduces by 1, until you finish a short or long rest.

CONTINENTAL FLIP

6th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a 1-foot sphere of stone carved out of granite, marble, sandstone, or slate)

Duration: Instantaneous

Choose a point within range you can see, you lift the earth from the ground. You cannot target this space if there is no stone, dirt, or natural earth in the area. All the earth in a 20-foot radius sphere is pulled from the ground. This section of earth is then amassed above and smashed back into the ground.

When the earth is pulled out from the ground, each creature within the area must make a Dexterity saving throw or fall prone.

When the earth is amassed above and smashed down, each creature within the area must make a Dexterity saving throw or take 6d12 bludgeoning damage. On a success a creature takes half damage. Creatures that are prone have disadvantage on the saving throw against taking this damage.

CRUSHING GRAVITY

6th-level transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a lodestone and lead weight weighing at least 5 lb.)

Duration: Concentration, up to 1 minute

This spell increases gravity in a 40-foot-radius, centered on a point within range. All creatures and objects in that area undergo extreme pressure. A creature can make a Strength saving throw at the start of each of their turns while in the area of effect.

On the first failed saving throw, the creature takes 5d6 force damage and their speed is halved while in the area until the spell ends. On a successful save on the first saving throw, they take half damage, automatically succeed any further saving throws from this spell, and no other effects.

On the second failed saving throw, the creature takes 4d6 force damage and their speed is reduced to 5 feet while in the area until the spell ends. On a successful save on the second saving throw, they take half damage, automatically succeed any further saving throws from this spell, and no other effects.

On the third failed saving throw, the creature takes 3d6 force damage and they become prone and their speed becomes 0 while in the area until the spell ends. On a successful save on the third saving throw, they take half damage and no other effects.

If a creature starts its turn in the area of effect while having failed the third saving throw, the creature can at the start of its turn make a Strength saving throw. On a failed saving throw, the creature takes 2d6 force damage and their speed remains at 0. On a successful saving throw, the creature's speed becomes 5 until the end of their turn which their speed becomes 0 at the end of their turn, they take 2d6 force damage as well.

CUT

Evocation cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A partially invisible glass like blade shoots out towards a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d4 of your choice slashing or piercing damage.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

DRAIN

1st-level necromancy

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Instantaneous

You utter a dark and cold spell and pull life force out from your target that you can see within range, that creature must make a Constitution saving throw. On a failure the creature takes 2d8 necrotic damage and the creature's maximum hit points are reduced by half the damage dealt. The creature's hit points return to normal when it finishes a short or long rest.

At Higher Levels. When you cast this spell using a spell slot of 2nd Level or higher, the damage is increased by 1d8 for each slot level above 1st.

ECHOLOCATE

1st-level divination

Casting Time: 1 action

Range: Self

Components: S

Duration: 10 minutes

You gain blindsight out to 60 feet, you can't use your blindsight while deafened. You can dismiss this effect as a bonus action.

ENHANCE WEAPON

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, 1 minute

Touch a nonmagical weapon. It becomes magical with a +1 to attack and damage rolls, and deals an additional 1d4 force damage, until the spell ends.

At Higher Levels. When you use a spell slot of 3rd or 4th level; the bonus increases to +2 and deals an additional 1d8 force damage. When you use a spell slot of 5th level or higher, the bonus is +3 and deals an additional 1d12 force damage.

EVOKE AWE

4rd-level enchantment

Casting Time: 1 action

Range: Self

Components: V, M (Blessed Quartz costing at least 1 gp)

Duration: Concentration, up to 1 minute

You conjure forth a beautiful light which pours out from yourself, this holy light emits a bright light out to 5 feet and a dim light out to an additional 5 feet. All creatures who can see you within 15 feet of you must make a Wisdom saving throw. On a failed save, the creature becomes charmed. While charmed by this spell, the creature is stunned and has a speed of 0.

If you move from the creature and it is no longer within 15 feet of you, the spell's effects end on that creature.

The spell ends for a creature if it takes any damage or if someone uses an action to snap it out of the awe.

FALSE IDENTITY

4th-level Illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

Choose a creature you can see within range, that creature must make a Charisma saving throw or they take on the look of another creature. Their clothing, armor, weapons, and other belongings take on this new appearance. You can make them look 1 foot shorter or taller and can appear thin, fat, or in between. You can't change their body type, so they can only adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to the creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than the creature is, the hand of someone who reaches out to touch them would bump into them while it was seemingly still in midair.

To discern that the person is disguised, a creature can use its action to inspect your target's appearance and must succeed on an Intelligence (Investigation) ability check against your spell save DC.

FLAMING WAVE

4th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small lit candle)

Duration: Instantaneous

You conjure up a wave of fire that sweeps across an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes $7d6$ fire damage. On a successful save, a creature takes half damage. The fire spread out in all directions, igniting small flammable objects in the area and within 30 feet of it, and then vanishes leaving a smoke cloud that heavily obscures the area out to the same range lasting for 1 minute.

The smoke cloud can be dispersed with a strong breeze or a spell like that of *gust of wind*.

HALO OF PEACE

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw. On a failed save, the creature can't attack or cast spells on targets beside itself. At the start of each of the target's turns it can

repeat the saving throw, if it succeeds it ignores the effects of this spell until the start of its next turn where it must attempt the save again.

HEAVY

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (An iron or lead weight, weighing at least 5 lbs.)

Duration: 10 minutes

You touch a physical object, increasing the weight of the object 10 times.

If you increase the weight of a weapon or piece of ammunition, the attack has disadvantage and deals an extra 1d6 of the same damage used for the attack.

INARILEON'S DRAW

4th-level transmutation

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, S, M (A small bar magnet)

Duration: Concentration, up to 1 minute

At the start of each of your turns until the spell ends, you draw all metallic objects 5 feet closer; objects worn or carried resist this pull, metallic objects that weigh more than 50 lbs don't move. If a metallic object ends its movement within 5 feet of you it stops.

Metallic constructs and creatures wearing armor must make a Strength saving throw at the start of its turn while in range of this spell or be pulled 5 feet closer to you.

INFUSION

2nd-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

You imbue a non-magical item with magical energy, making the item indestructible unless the item's magic is dispelled or in the area of effect of an *antimagic circle*. Any ability that would destroy a magical item can destroy this item.

IRON SKIN

7th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (At least 1 lbs of iron shavings)

Duration: Concentration, up to 10 minutes

Your skin becomes as hard as iron. Until the spell ends, your resistance to fire and bludgeoning, piercing, and slashing damage, your AC increases by 4, you gain a +4 bonus to your Constitution saving throws, when you hit a creature with an unarmed strike you deal an additional 1d6 bludgeoning damage, and your weight is multiplied by three.

ISOLATION

8th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (A vial of black sand)

Duration: Concentration, up to 1 minute

Target a creature within range that you can see, that creature must make a Constitution saving throw or become blinded, deafened, and lose all other senses including taste, smell, and touch.

LIGHT WEAPON

1st-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

While you are not in darkness you can create a weapon out of the ambient light around you. This weapon can be any simple or martial weapon, it deals the same damage as that weapon. This weapon's damage is magical and it gains the finesse trait if it doesn't already have it.

The weapon also emits bright light out to 5 feet and dim light out to an additional 5 feet.

When you hit a creature with this weapon, you can as a reaction, cause the weapon to explode in a flash of light and disappear, dealing an additional 3d6 radiant damage to that creature, dismissing the weapon. You can also dismiss this weapon as a bonus action.

MAGICAL GUARD

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You protect yourself from attacks with magical energy. While the spell is active, no attack roll has advantage against you while you aren't incapacitated and any critical hit against you becomes a normal hit.

MAGICAL SEAL

4th-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You surround a creature you can see within range with antimagical energy, cutting them off from being able to use magic. At the beginning of the creature's turns they can make a Intelligence saving throw or they can't cast spells of 1st level or higher, or use any innate magical abilities. They repeat this saving throw at the beginning of each of their turns until this spell ends. If a creature is concentrating on a spell when they fail their save, they lose concentration on the spell.

MAGUS STAFF

1st-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You create a magical quarterstaff in your hands. This quarterstaff can take on any appearance. You can increase or decrease the length of this quarterstaff as an action, bonus action, or as part of an attack roll the wielder of the weapon makes. You can increase the length of the quarterstaff up to 30 feet, and decrease the quarterstaff to a minimum of 1 foot long.

The quarterstaff can support weight up to 100 pounds times your spellcasting ability modifier.

You can dismiss this quarterstaff at anytime.

MASS INVISIBILITY

8th-level illusion

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

All willing creatures and objects of your choice within range become invisible. Anything an invisible creature is wearing or carrying is invisible as long as it is on the target's person.

MEMORY WIPE

7th-level enchantment

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (Brain tissue)

Duration: Concentration, up to 1 minute.

You attempt to wipe a creature's brain of all memories from a certain point. One creature that you can see must make a Intelligence saving throw. If you are fighting the creature, it has advantage on the saving throw. A willing creature can choose to willingly fail the save. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another spell, this spell ends, and none of the target's memories are missing.

While the charm lasts, you can remove memories of an event that it experienced within the last 24 hours and lasted no more than an hour. You can permanently eliminate all memory of the event and all other stimuli the creature experienced during that time. If you use this spell on a willing creature you can target an hour of time within the last 100 years.

At anytime, you can spend 1 minute while within 15 feet of a target you've cast this spell on, you can choose to return the missing memories to the creature. A *remove curse* or *greater restoration* spell cast on the target restores the creature's memories.

At Higher Levels. If you cast this spell using a spell slot of 8th level or higher, you can remove up 8 hours of memories (8th level) and 24 hours (9th level).

MIASMATIC SMITE

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon emits black fumes, and the attack deals an extra 2d6 necrotic damage to the target and causes the target's maximum hit points to be reduced by the amount of necrotic damage taken. The creature's hit points return to normal when it finishes a long rest.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each spell slot level above 2nd.

OBSCURE

Illusion cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 10 minutes

You create an illusion over your own face, obscuring it and hiding any features, the illusion takes on a blank featureless face of the same color as your skin tone, alternatively scales, fur or otherwise. If you are in bright light, the area around you out to 10 feet becomes dim light. You can dismiss this spell at anytime.

PHANTOM ARMOR

2nd-level illusion

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

You create the image of a set of armor worn on your target, the target gain a +2 bonus to your AC with this illusory armor. This illusory armor can have any appearance you wish. Creatures who are blind ignore this bonus. A creature that uses its action to examine the illusory armor can determine that is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature ignores the bonus to your target's AC. You can dismiss this spell as a bonus action.

PILLAR OF MAGMA

7th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Choose a point within range that you can see. A 10 radius, 60 feet high pillar of Magma erupts from the ground centered on this point. Any creature within this area of effect must make a Dexterity saving throw. On a failed save, a creature takes 12d8 fire damage, has vulnerability to all damage until the end of your next turn. On a successful one, the creature only takes half the damage and does not have vulnerability.

QUIET SCYTHE

1st-level evocation

Casting Time: 1 action

Range: Self (30-foot line)

Components: S

Duration: Instantaneous

You conjure forth a transparent scythe like blade of force, this blade shoots out in a 30 feet line and 5 feet wide originating from yourself in a direction you choose. Each creature in this line must make a Dexterity saving throw. A creature takes 2d12 force damage on a failed save, or half as much damage on a successful one.

Creatures that don't have blindsight or truesight make the saving throw with disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st.

RADIANT SUPPRESSION

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You target a creature you can see within 60 feet of you, creating radiant beams of light shooting down from the sky in a 30-foot-radius, 120-foot-high cylinder down upon the creature, the light slams against the creature and forces them into the ground. The creature must make a Constitution saving throw or be knocked prone and they can't move more than 5 feet per round. As long as the creature is within the area of effect at the start of each of the creature's turns they can repeat the saving throw, if they fail the creature takes 2d6 radiant damage. On a success the creature takes half damage and they can't move more than 15 feet per round.

The spell fails to work if you are in a space that can't fit the spell's area of effect. The spell ends early if the creature leaves the area of effect or succeeds on the initial saving throw.

RANDOM HIT

6th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You creature a small white ball, an inch large. Target a creature within range, make a ranged attack roll against the creature. On a hit the creature takes $10d10$ force damage + 1 – the target's AC.

RAPID STRIKE

4th-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

When you take the attack action while wielding a melee weapon, you make two additional attacks.

RESONATE

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Choose a creature within range that you can see and roll a 1d6, and the target rolls a 1d6. If the number rolled by both the target and yourself is the same number, the target takes $14d6$ force damage.

ROCK FIST

Transmutation Cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Your unarmed strikes use a d6 for damage. You can make an unarmed strike as a bonus action.

The spell damage die increases in size to a d8 when you reach 5th level, a d10 when you reach 11th level, a d12 when you reach 17th level.

ROLLEN'S RECALL

4th-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You accurately recall any memory within the past 10 years. This memory can't be longer than 10 minutes long. This memory stays present in your mind for 1 month until it returns to the depths of your mind.

ROT

3rd-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (moldy bread or spoiled meat)

Duration: Concentration, up to 1 minute

A creature you can see within range must make a Constitution saving throw. On a failed save, any time the creature takes damage they take an additional 2d4 necrotic damage, if the creature was hit with an attack roll that had advantage they take 2d6 necrotic damage and if the attack roll was a critical hit the creature takes 2d10 necrotic damage. Plants have disadvantage on the Constitution saving throw and Constructs automatically succeed the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the necrotic damage dealt for the normal damage increases by 1d4, the damage dealt when an attack roll with advantage increases by 1d6, and the damage dealt when the creature is hit by a critical hit increases by 1d10; for each slot level above 3rd.

SANDSTORM

7th-level conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a pocket full of sand)

Duration: Concentration, up to 10 minutes

Choose a point within range that you can see, from this point a massive sandstorm whips up with a 240 foot radius. The area is heavily obscured and any creature that starts its turn within this area takes 1d6 slashing damage. A creature can as an action go prone, if they do so they take half damage at the start of their turn.

SENSOR

5th-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You close your eyes during this action, and your mind expands outward. You know the distance, location, and the number of living creatures within 300 feet of you. You do not learn what the creature's type, size, or any identifying information about it. This spell does not work detecting constructs and undead.

SENSORY OVERLOAD

2nd-level transmutation (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (If using *sight*, an eye. If using *hearing*, an ear. If using *taste*, a tongue. If using a *smell*, a nose. And if using *touch*, a finger. These must be from a beast or humanoid)

Duration: Concentration, up to 10 Minutes

You force your body to undergo an extreme alteration of one of its senses. Upon casting this spell, you must choose one of the following senses you wish to increase.

Sight. The range of your vision increases by three times. You have advantage on all Wisdom (perception) and Intelligence (Investigation) checks that use sight.

Hearing. You gain blindsight out to the same range as your base race's vision. You have advantage on all Wisdom (Perception) and Intelligence (Investigation) checks that use hearing.

Smell. You have advantage on Wisdom (Survival) checks when tracking a smell to its source. You have advantage on all Wisdom (Perception) and Intelligence (Investigation) checks that use smell.

Taste. You have +10 and advantage on Wisdom (perception) and Intelligence (Investigation) checks that use taste.

Touch. You gain tremorsense out to the same range as your base race's vision. You have advantage on Wisdom (perception) and Intelligence (Investigation) Checks that use touch.

While under the effect of this spell you have disadvantage on all Constitution saving throws and Constitution checks. Upon the spell ending you take 3d6 psychic damage.

SHADOW ESCAPE

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

Until the end of turn, while in dim light or darkness, you become intangible, allowing you to pass through physical objects and walls. If you end your turn inside of an object or wall, you are pushed 5 feet towards the closest unoccupied space, taking 1d6 force damage every 5 feet you are moved this way.

SHADOW WALL

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 10 minutes

Choose a six 5-foot cubes within range that is in darkness. Each cube must have at least one face adjacent to the face of another cube. Each creature in the chosen area is pushed to an unoccupied space on either side of the cube in a direction of your choice. The darkness within this area of effect, becomes solid and hard, while still weightless the darkness has the durability of stone. Each 5-foot cube has an AC of 18 and 25 hit points, and when destroyed the darkness returns to normal within the space.

SHIELDING DOME

1st-level abjuration

Casting Time: 1 bonus action

Range: 5 feet

Components: V, S

Duration: 1 minute

You create a shielding barrier dome within range. This dome has an AC of 10 and hit points equal to $10 + \text{your spellcasting ability modifier}$; as well as a radius of 10 feet. This dome can take damage instead of you or another creature you are trying to protect is hit by an attack or forced to make a Dexterity saving throw as long as the source of the damage is outside of the dome. This dome is stationary and is only partly translucent.

If damage would reduce this dome to 0 hit points, the target of that damage takes the rest of the damage.

If you move out of the spell's area of effect, it vanishes.

At Higher Levels. When you cast this spell using a spell slot of 2nd or higher, the barrier gains hit points equal to $10 + \text{your spellcasting ability modifier}$, and the radius is increased by 10 feet for every level cast higher than 1st.

SINKHOLE

4th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You point to a section of ground within range of you that you can see, at that point a portion the width of 20 feet radius of the ground sinks downward 20 feet deep. The sinkhole counts as difficult terrain inside the hole and creatures must make a DC 12 Strength (Athletics) check to climb out of the hole.

This spell can't manipulate stone construction or processed materials, only natural stone, dirt, and earth.

Any creature in that radius of the ground must make a Dexterity saving throw or fall prone in the created sinkhole taking falling damage for each 10 feet they fall.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius and depth of the sinkhole increases by 10 feet, as well as the DC Strength (Athletic) check increases by 1.

SOFSEN

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minutes

You touch a creature and weaken their defenses. The target must make a Constitution saving throw. On a failed saving throw, their AC decreases by 1.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the target's AC decreases by 2. When you use a spell slot of 8th level or higher, the target's AC decreases by 3.

SOLAR FLARE

9th-level evocation

Casting Time: 1 action

Range: 480 feet

Components: V, S, M (seared or burnt flesh of a celestial creature)

Duration: Concentration, up to 1 minute

You conjure forth high in the sky an aurora of bright reds, golds, and white lights at a point you can see within range. For the duration of this spell you can cause the lights to lash out a searing radiant line of energy towards any target within 1200 feet of the lights you can see.

The line you create with this spell can be in any orientation, 80 feet long and 15 feet wide. All creatures within this area of effect must make a Dexterity saving throw, on a failure the creature takes 3d8 radiant damage, 3d8 fire damage, and 3d8 lightning damage, a creature who fails the save also becomes blinded until the start of your next turn and is knocked prone. On a successful save a creature takes half damage and no other effects.

SPATIAL DISPLACEMENT

3rd-level conjuration

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (A jigsaw puzzle piece)

Duration: Instantaneous

All medium sized creatures or smaller within 30 feet of you are moved 10 feet in a single direction of your choice to a space that is both not occupied and has a safe surface for the creature to occupy.

All objects and items within the creature's original space are moved to this new space as well and any object or item within this new place are moved to the creature's original location.

STAGNATE

2nd-level transmutation

Casting Time: 1 reaction, which you take before the start of your target's turn in the current round of combat

Range: 60 feet

Components: V, S

Duration: Instantaneous

You wash time slowing energy over a creature you can see within range, that creature must succeed on a Wisdom saving throw or reroll initiative. If the creature's new roll is lower than their original initiative roll, this new roll becomes their initiative. If the creature's new roll is higher than their original initiative roll, their initiative becomes 1 plus whatever bonuses to initiative they have.

STALKING SHADOW

4th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 10 minutes

Choose a creature your size or larger within range, if that creature is casting a shadow, you teleport into the shadow.

You and your equipment enter the shadow, you take on the shape and form of the casted shadow. Where ever the creature goes you are taken along inside its 2-dimensional shadow. If the creature enters darkness, you can choose to return to a 3-dimensional shape inside this darkness or stay inside the creature's 2-dimensional shadow. If you leave the creature's shadow the spell ends. If the creature's shadow is dissipated by either multiple light sources or some other means you are forced out of the closest unoccupied space.

When the spell ends as you lose concentration or the duration has ended, you are forced out of the creature's shadow to the closest unoccupied space from the creature's projected shadow.

Creature's with no shadow whether natural, the creature being inside darkness, or the creature being too illuminated to cast a full shadow are immune to this ability.

TRACE

1st-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a creature, you can force that creature to make a Charisma saving throw or you create a trail that follows the creature. The trail creates a glowing line in the air following from where the creature was upon casting to where they currently are. Where ever the creature goes a magical line only visible to you follows behind them.

If the creature teleports the line is broken and picks up from where the creature teleported to.

If the creature has a spell or ability that prevents tracking from magical means currently active on them they automatically succeed the saving throw, or if they have spell or ability that prevents tracking from magical means activated on them afterwards the magical line ends there and does not continue to follow them.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases to 8 hours. When you use a spell slot of 5th level or higher, the duration increases to 24 hours. When you use a spell slot of 7th level or higher, the duration increases to 1 week.

TREE GROWTH

5th-level conjuration (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (A small chunk of tree bark)

Duration: Instantaneous

You cause a full sized tree to rapidly grow out from the ground at a point of your choice within range that you can see. The tree takes up a 5-foot by 5-foot square, it is 20 feet tall, the tree can be of any kind you wish, with or without branches, leaves, and can be living or dead. Any creature within the space must make a Dexterity saving throw. On failed save, the creature takes 2d6 bludgeoning damage, be pushed back 5 feet, and knocked prone. On a success the creature takes half damage, and they can choose to either be taken up by the tree or move out of the way of the tree.

A creature of your choice doesn't need to make the Dexterity saving throw, and can either move out of the way of the tree or be taken up by it, holding on to it.

When casting at higher levels, a creature that fails the Dexterity saving throw is pushed 5 feet until they are no longer in the space of the tree.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, you can grow a tree 10-foot by 10-foot, 40 feet tall (6th level), 15-foot by 15-foot, 60 feet tall (7th level), 20-foot by 20-foot, 80 feet tall (8th level), and 25-foot by 25-foot, 100 feet tall (9th level).

UNMOVING

3rd-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a humanoid that you can see that is large or smaller sized within range. The target must succeed on a Charisma saving throw or they can not move from the space they are currently occupying; if they are in the air they

do not fall. At the end of each of its turns, the target can make another Charisma saving throw. On a success, they are no longer kept from being able to move from their space.

Another creature or the spell's target can attempt to make a Strength check against your Spell save DC, on a success they can move the target of this spell up to 5 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional humanoid for each slot above 3rd. The humanoids must be within 60 feet of each other when you target them.

VERTIGO

5th-level illusion

Casting Time: 1 action

Range: 30 feet

Components: S, M (a small pendulum)

Duration: 1 minute

A creature of your choice that you can see within 30 feet of you must make a Wisdom saving throw, on a failure the creature sees the area they are in spin and wobble, the creature becomes dizzy, the creature has disadvantage on all attack rolls and ability checks and must make a Dexterity saving throw at the start of each of their turns or fall prone. The creature can repeat their Wisdom saving throw at the end of each of their turns.

VICKOLAIA'S ANCHORING CHAIN

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (1-foot length of chain)

Duration: 1 minute or until dispelled

You create a chain linking between two points of your choice, you can choose a target from small to huge sized and a fixed point within range, as long as those two points are within 30 feet from each other, a chain is created binding them together. The chain has an AC equal to your Spell save DC and hit points equal to your Spell save DC times 3. As an action a creature can burst the chain with a successful Strength check equal to your Spell save DC + 8.

A creature connected by this chain can get closer to the fixed point, but can't get farther away from the fixed point by the 30 foot length of the chain.

When the spell ends each chain link breaks and falls to the ground. The spell ends early if the fixed point no longer becomes fixed.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you create an additional chain from the target to another fixed point within 30 feet of the other fixed point for each slot level above 5th.

VICKOLAIA'S BLACK BALL

4th-level conjuration

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a 1-inch diameter onyx sphere)

Duration: Concentration, up to 1 minute

You create a 1-foot diameter black sphere. The ball lasts for the spell's duration and disperses into shadow when the spell ends.

The black sphere has a Strength equal to your spell casting ability score + twice your proficiency bonus and a Dexterity equal to your spell casting ability score + proficiency bonus.

As a bonus action you can will it to move, it has a move speed of 40 feet, or you can have the sphere hide as a bonus action instead. When the sphere is moving, you can have it change direction only after every 10 feet. While in dim light creatures have disadvantage on Wisdom (Perception) checks and Intelligence (Investigation) checks to see the sphere. While in darkness, the sphere counts as invisible.

As you control the sphere movement, you can have the sphere strike a target. Make a melee spell attack against each target the sphere strikes or each time it strikes the same target. On a hit, the target takes 1d12 bludgeoning damage, dealing double damage to objects and structures. The sphere is invisible and hidden to the target at the start of your turn, the sphere has advantage on any attack against a creature that does not know of its location.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the speed increases by 10 feet

for each slot level above 4th.

VORTEX

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You choose a point within range, each creature within a 15-foot radius of this point must make a Strength saving throw. On a failed saving throw the creature takes 3d8 force damage and is pulled up to 10 feet closer to the point.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

WALL OF METAL

6th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a 2-inch rod of iron, one quarter inch wide)

Duration: Concentration, up to 10 minutes

A nonmagical wall of solid iron conjures into existence at a point you choose within range that you can see. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with an be solidly supported by existing metallic surface. Thus, you can use this spell to bridge a chasm or create a ramp.

The wall is an object made from iron that can be damaged and thus breached. Each panel has an AC of 20 and 30 hit points per inch of thickness. The wall also has resistance to bludgeoning, piercing, and slashing damage from non-magical weapons and resistance to fire damage. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the DM's discretion.

If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

WALL WALK

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of blank paper at least 4 inches wide and long)

Duration: 1 minute

Until the spell ends, one willing creature you touch gains the ability to take on a 2 dimensional form, attaching to any flat surface within 5 feet on the creature. The creature can only attach themselves to a surface with enough space to fit them form and is flat enough for the 2-dimensional form to not be distorted.

The creature can move along the surface through any space the creature can fit and along any surface flat enough for them to move along without becoming distorted.

When a 2-dimensional creature is attacked by an attack roll or in the area of effect of a spell or spell like ability, the 2-dimensional creature has resistance to all damage. If the wall where the 2-dimensional is located is destroyed the creature is ejected out from the wall's area to the closest unoccupied space and falls prone, ending the spell.

The creature can move from their 2 dimensional form to their original 3-dimensional form, appearing in any unoccupied space that the creature can fit into with 5 feet of the surface they are currently located, when doing so the spell ends. The effects of this spell can be dismissed at any time.

WATER LASH

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (1 cubic inch of water)

Duration: Instantaneous

You create a lashing wave of water. Make a ranged spell attack roll. On a hit, the target takes $6d4$ slashing damage, and at the start of that creature's turn they must make a Constitution saving throw. On a failed saving throw they take the same amount of slashing damage, and on a success they take half the slashing damage they took from this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the initial damage increases by $1d4$ for each slot level above 2nd level.

WINTER BLAZE

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a flash of flaming ice shards that shoot out towards a creature you can see within range. Make a ranged attack roll against the creature to hit them with these shards. On a hit, the target takes $1d4$ cold damage and $1d4$ fire damage, if the creature has resistance or immunity to either fire or cold damage, the other type of damage is doubled, but if the creature has resistance to both this does not take effect.

This Spell's damage increases by $1d4$ fire damage and $1d4$ cold damage when you reach 5th level ($2d4$ and $2d4$), 11th level ($3d4$ and $3d4$), and 17th level ($4d4$ and $4d4$).

WOVEN WHIP

Transmutation cantrip

Casting Time: 1 bonus action

Range: Varies

Components: S, M (1 foot of fabric)

Duration: Until dispelled

You transform the material component into a long fabric rope that lashes out towards a stationary object or surface within 20 feet of you, attaching itself against the object or surface allowing you to swing, climb, or pull on the fabric rope.

The fabric rope returns to its original form whenever you wish or if it is dispelled. The fabric rope has an AC of 10 and 5 hit points.

The fabric rope breaks and the material component is destroyed if the weight being held by the rope is higher than three times your maximum carry weight or three times your total weight (including objects carried) which ever is higher.

This spell's range increases by 20 feet when you reach 5th level (40 feet), 11th level (60 feet), and 17th level (80 feet).

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